L Number	Hits	Search Text	DB	Time stamp
-	165494	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/07 16:15
-	525727	(sens$5 or detect$3 or reciev$3 or respon$4 or react$4) near2 (force or pressure or strain)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:33
-	1966824	display or crt or monitor	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:14
-	18132	joystick	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:24
-	47513	(hand or handheld or manual or game) with controller	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:25
-	136134	(computer or simulator or game or handheld) with (controller or joystick or (input adj1 device))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:36
-	69302	(((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (display or crt or monitor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:28
-	173346	joystick or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device))) or (((463/36-38) or (345/156,157,159,160,161,184)).CCLS.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:32
-	2046	((((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (display or crt or monitor)) and (joystick or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device))) or (((463/36-38) or (345/156,157,159,160,161,184)).CCLS.)) and ((sens$5 or detect$3 or reciev$3 or respon$4 or react$4) near2 (force or pressure or strain))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:33
-	3383	((joystick) or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device)))) same ((sens$5 or detect$3 or reciev$3 or respon$4 or react$4) near2 (force or pressure or strain))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:36
-	554	((((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (display or crt or monitor)) and (((joystick) or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device)))) same ((sens$5 or detect$3 or reciev$3 or respon$4 or react$4) near2 (force or pressure or strain)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:58
-	9	("4850591" | "5510812" | "5551693" | "5624117" | "5999084" | "6135886" | "6217444" | "6343991" | "6344791").PN.	USPAT	2003/12/12 11:14
-	6729	(((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (deform or deformation)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 11:26

-	1900	(((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and ((deform or deformation) with (surface or object or lumen or skin or shell))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 11:27
-	40	(((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and ((deform or deformation) with (clay or soil or wax or pottery))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 13:13
-	2	("6529210").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 14:13
-	2	("6040840").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 14:13
-	2	("6040840").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/07 16:15
-	2	("5576727").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 13:47
-	1	("0599168").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 13:47
-	2	("5999168").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 13:47
-	87	("2906179" | "3490059" | "3875488" | "3919691" | "4148014" | "4398889" | "4436188" | "4477043" | "4601206" | "4639884" | "4676002" | "4769763" | "4775289" | "4787051" | "4800721" | "4803413" | "4839838" | "4896554" | "4897582" | "4907970" | "4925312" | "4933584" | "4961038" | "4961138" | "4983786" | "5007085" | "5044956" | "5072361" | "5103404" | "5107080" | "5116051" | "5116180" | "5142931" | "5143505" | "5146566" | "5178012" | "5181181" | "5184319" | "5185561" | "5186629" | "5194786" | "5220260" | "5223776" | "5228356" | "5243266" | "5264768" | "5286203" | "5327790" | "5354162" | "5384460" | "5389865" | "5396266" | "5396267" | "5397323" | "5402582" | "5405152" | "5414337" | "5428748" | "5429140" | "5451924" | "5482051" | "5512919" | "5513100" | "5570111" | "5576727" | "5577981" | "5589828" | "5589854" | "5591924" | "5623582" | "5625576" | "5629594" | "5642469" | "5643087" | "5666138" | "5666473" | "5709219" | "5721566" | "5731804" | "5734373" | "5740083" | "5742278" | "5767839" | "5790108" | "5805140" | "5825308" | "5844392").PN.	USPAT	2004/06/08 13:50
-	18	("3220121" | "3517446" | "3903614" | "4236325" | "4398889" | "4513235" | "4599070" | "4604016" | "4708656" | "4713007" | "4795296" | "5044956" | "5116180" | "5142931" | "5184319" | "5209661" | "5223776" | "5271290").PN.	USPAT	2004/06/08 13:52
-	13	("3806471" | "4469330" | "4687200" | "5207426" | "5459487" | "5510812" | "5565891" | "5589828" | "5602569" | "5644113" | "5689285" | "5764219" | "5999084").PN.	USPAT	2004/06/08 13:53
-	4610	((463/36-38) or (345/156,157,159,160,161,184)).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 15:16

-	212	(463/38).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 15:17
-	52	((463/38).CCLS.) and ((analog or variable or proportional) near (input$3 or control$4))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 15:26
-	2	("5389950").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 15:50
-	2	("4491325").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 16:37
-	3320	((463/1-9,31,32,43) or (345/473-475,706-709,949,956,957,960)).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 16:37
-	67234	(((video or computer or electronic or arcade or interactive) adj2 game) or (simulation or simulator or imitation or recreation) or ((virtual or simulated or synthetic or model) adj2 (reality or world or environment))).ab.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 16:38
-	876	(avatar or sprite or actor or character) near5 any near5 (object)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 16:42
-	69781	(((463/1-9,31,32,43) or (345/473-475,706-709,949,956,957,960)).CCLS.) or ((((video or computer or electronic or arcade or interactive) adj2 game) or (simulation or simulator or imitation or recreation) or ((virtual or simulated or synthetic or model) adj2 (reality or world or environment))).ab.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 16:42
-	94	((avatar or sprite or actor or character) near5 any near5 (object)) and ((((463/1-9,31,32,43) or (345/473-475,706-709,949,956,957,960)).CCLS.) or (((((video or computer or electronic or arcade or interactive) adj2 game) or (simulation or simulator or imitation or recreation) or ((virtual or simulated or synthetic or model) adj2 (reality or world or environment))).ab.))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/08 16:42